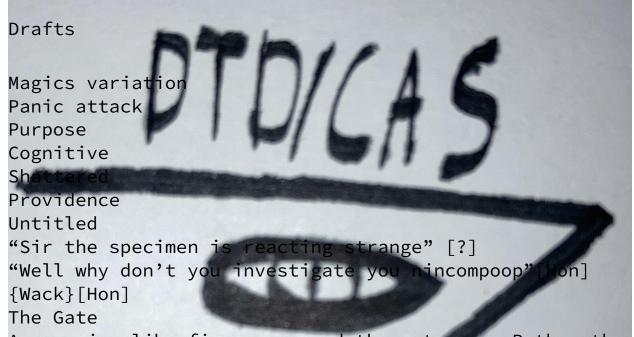
https://docs.google.com/document/d/e/2PACX1vSmhvbDhz6tL2ED2yrT9NeVBtRW7tjnuZVN7Y1 cTWnUaispy7S8Z4
N8WRqo6CRiSmmVGptm42ZLR-E/pub data subject to change
Online Version allows you to comment and suggest(please comment though)

Loading may take a minute



A scorpion-like figure perused the entryway. Rather the figure was, more lizard-like, just with a scorpion-like tail. It seemed to be an unmoving statue meant to trick trespassers. A siren-ghost wandered the once riverforest. Earth didn't care for how many lived on it, only that it create the most possible. Now it only cared for the best life forms. The ivy across the entryway looked harmless but certainly agitate and disturb those that dares to enter, the moisture was good for what the environment was. I summoned, my strength for a confrontation. I locked onto the lizard for a confrontation. I walked up to the lizard-like figure, gaining more water as I kept up. Eventually, I had a puddle behind the distance was near miles Though even when I struck the lizard life figure, it didn't move in any way.

https://docs.google.com/document/d/e/2PACX-1vSmhvbDhz6tL2ED2yrT9NeVBtRW7tjnuZVN7Y1 cTWnUaispy7S8Z4 N8WRqo6CRiSmmVGptm42ZLR-E/pub data subject to change Corporeal and incorporeal "heads"

Blackness visibility
1/3 Alluring 2/3 Mysterious 3/3 Darkness

Concepts

All are theoretical forms of depiction

Realmal division

Realmal are levels of existence, which all in some form, affect the rest. The most prominent realm is the material realm, which acts as a base for the others. The lesser is eternal realm, home to entities and accessible to all sentients. A realm for imagination does indeed exist. The realm of imagination is essentially what creates magic. Those are the prime realms.

Return-Item

Primarily known for its use in messaging when magics became unusable. Loobs the message, which is contained in a capsule

Do not fret, but also do not ignore.

Withered

Wasting away in an enteral shell

only to face yourself

All around look different

but none are truly different

All you have loved

be devils of despair

And only choice your

deal with it

Why We Stare

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Both past and present

be in remembrance

a blur

But our gaze

pauses that

And creates an inferno

of past

And forces us

to look into the present

Matrix-shades

Depending on how much the environment has/is affecting a soul; the darker it's persona.

Walking amongst

There be a tale, of the creator of all the surplus energy in this world. We call them Luna, that creator be of space, yet ever watching and nearing us. We may not know if they walk amongst us, or see with us, but we do know they watch us indefinitely.

People afar

Tales of people parallel, yet never soon arrived on the day a rift was made. These people are so similar, yet so different, and are said to treat the unknown indifferent like we once did. We wonder how they will react when they see our land, bounty, and selfs. Orbs

Spirits are fundamentally orbs of mana, which are emotionally driven by their originator. They do not have "human wants", rather they want what humans have, but not to strip them of it. Ghosts are similar, but neither have the drive of a spirit nor a linked originator. This is why ghosts' minds are an abyss, yet a spirits' is the opposite.

Varian-Howled

The wolves howled their desires, all in the glimpse of

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N8WRqo6CRiSmmVGptm42ZLR-E/pub data subject to change instinct. I howled with, to voice my own. I voiced my needs, my wants, and they unified with the wolves'. Tomorrow, we will be nearing a group of deer near a building, a bookstore no less. I will make my efforts to gather books from there, after all, it's what I howled.

Varian-All that I remember

The clasp of clothes, warm and bagged, around me, yet a fading yearn to keep moving, with coldness around my neck.

Penumbra-The Draped

The white room welcomes us, and so do the people in white. It seems that white welcomes us, we the people consumed of dark. Isn't it strange how they accept us, though we have much in difference. And yet all the people of dark can easily be identified, by those draped, gray clothes we must wear.

Penumbra-Empty eyes

Those eyes on the walls, ceilings, and floors, they store and always watch. Sometimes their lights flicker, sometimes they beep, but they always watch. I know they are all but watching, but do they remember, those things they watch. I will never know, I am always in the halls and my room, and those other rooms. Reaper-Creation

I limped up to a house, a house with trembling stability, yet a freshly burned lawn. In that house lay the only thing that matters, my gift, no tribute to this world. No other being, or creation mattered as much as this splendid creation, V-ot. Even if all else would fall ill to famine; or myself, and perish. None of that would matter, for this creation is the only beauty that I can, or ever, create.

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N8WRqo6CRiSmmVGptm42ZLR-E/pub data subject to change On one day, I went on a rampage, only stopping when facing my own. V-ot will never be destroyed by me, the maker, no matter what. Many died, many in anguish, and rejection by this event. No one could do anything, for Yuma is untouchable by the common and unseeable by the rare.

Doctor-He Will Be Anew

I swear, I swear one day I will free this creation from myself, for I am the evil of the world I reside in. I can only see beauty when I see my own, V-ot the pure. I searched and searched, until I found one. You won't believe what I found, it's a world with similar laws, but no surplus of energy, so no magics! When Yuma crosses that board, from the world Yuma reckoned with, and that untouched by him, He will be anew. Cold Scrutiny

The early years of raw indifference. Lead to the creation of logic magics.

Why Must You

Why must you purge, why must you hate, why must you kill, all to fulfill a sensation.

Entities are bound not by needs, but by wants.

Entity thoughts

Entities "think" instantaneously when their observable environment is apparent, however this isn't true when they become a being. They take time to "think" as we do.

Guild/Union is the main government in Ectopic.
War makes commands

Early humans contaminated with indifference, began a war, resulted in Magics being created.

https://docs.google.com/document/d/e/2PACX-1vSmhvbDhz6tL2ED2yrT9NeVBtRW7tjnuZVN7Y1 cTWnUaispy7S8Z4 N8WRqo6CRiSmmVGptm42ZLR-E/pub data subject to change Entity "skin"

Entity's "skin" appears gas-like in non-UV light. Under UV light it's translucent in appearance.

Souls can be an entity, but an entity can't be a soul.

Appearance often dependent on material bankground.

All thought criginated from some sort of base.

Reformatting information

Formatting with 3rd hand data from a 2nd hand source doesn't fare well.

Reasoning

Don't assume what isn't apparent. This can only be overwritten by an abundance of facts and outside sources, however they may not be pure or true.

Mental disturbances

Indirect

Indirect mental disturbances are classified as
"neurosis."

Direct

Direct mental disturbances are classified as "psychosis."

Non-monetary Economy Society

A system for society to base deeds if work on an influx rather than a finite material; however remaining document-able for background checks and other affirmation procedures. Although money is no longer necessary for transactions, it can still be used as normal in case of a mishap.

CE report

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Concise

Elaboration

Whisked

All those buried have been whipped rapped

And their memories faded into the background as their soul departs from their being

They become a husk of what once was and all that they can keep is the wisp of fading memories

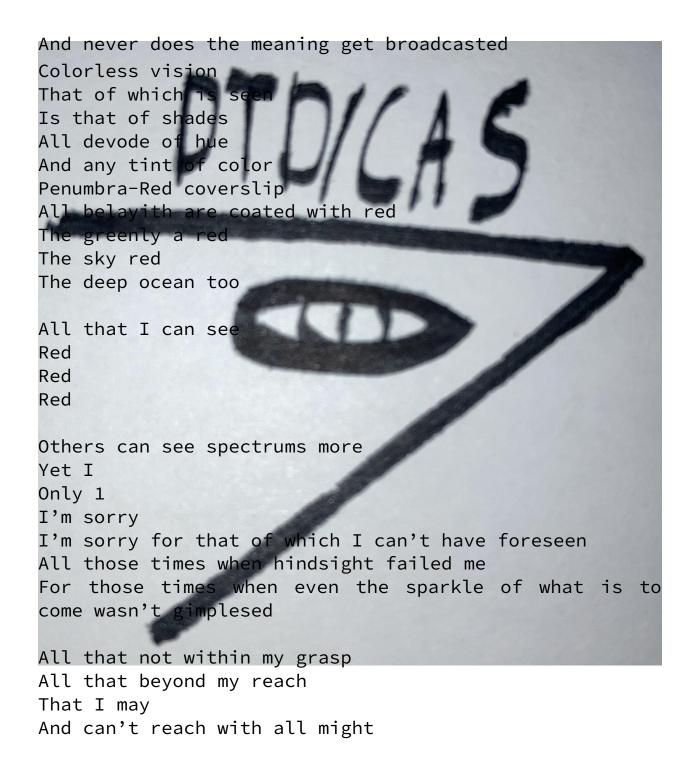
All their live to fade
All their memories
All fading from themselves
And others still doing
Just try to speak
The tides twist and turn
making way for the storms shove
the earthquakes push
and the giants displacement

All while the mind tries to comprehend it's worth it's meaning it's value

And adjusts for the ocean of inertia

All those adjustments going to waste, as they are to be unseen by those meant to see

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https://docs.google.com/document/d/e/2PACX-1vSmhvbDhz6tL2ED2yrT9NeVBtRW7tjnuZVN7Y1 cTWnUaispy7S8Z4 N8WRqo6CRiSmmVGptm42ZLR-E/pub data subject to change

That which can't be observed within the moment That of which is invisible until occurrence

I'm sorry for the lack of hindsight Beings-Emotions

If a being is to find no emotions in the environment, they likely won't find emotions in themselves of kin. When a being is attached to a soul, they tend to "contaminate" that soul with nox.

Acuteness

A curse to the doer, a savior to the seer.
Reasons and excuses, same word, different name
Depending on how the unit takes the message, your -cay
absence- could be labeled as a reason or excuse for not
completing your objective.

1

The rain pattered against the roofing, and like not even a second later motion was detected in the basement. "Who teleported into my oh so humble abode," ? chided, but to no soul, only themselves. Rumbles of misfortune spilled out of a very scared and unintentful thing, but ? will press on from that and get annoyed by their "appearance."

2

EEK ?2's mind would screech, if it signaled right, but they ended up moving a limb violently, one they only just now got, in fact this whole body was a new experience. Soon someone's, but to them something's steps would come near, and they hid when they came(ish). "Hello, how may I help you," the voice dragged itself out; all ?2 could do was be quiet and hope nothing would happen, but they had made way too much noise for that to happen.

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WHERE IS THIS BUGGER? thought with a flame kept within. They should have burst ages ago but never surfaced, something must be hiding it from the outside. Something hit the ground, and? stormed to that area, "could you please what are you doing,"? said to some squirming figure.? ended up putting?2 into a chair with it stabilized so that the maybe person doesn't make it fall and maybe injure itsel Kacie-Red Stains The color remains unremoved No matter how many washes are done

The red stains remain The stains are there always

They can never be removed Even when another article is They always remain Being-Handbook for the mind(DSM-5) NotOmnisent Lantern the way Let the light guide the you For it be the only way To enlighten whatever path you may seek

The path you seek in darkness Be no path only a sent or a dent The only way to see a path in detail Be by light

Let the light guide the you For it will enlighten the you And the your seekings With no hesitations it will guide

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The Lantern Guide

May the Lantern Guide be your light. They will guide you when all is spared only by darkness. They will cast shadows aside to guide your vision. They don't let the shadows take control over yourself.

Events

Venn VAR|□

Warning, the following paragraph will disclose sensitive information. If you are afraid please ignore the following paragraph.

Within Dara, lightning was reported to be striking a certain area. The area was reported to have dramatic changes in positive and negative charges. The struck sand formed a semi-disk. According to a source, the disk emits a light at night.

End of closure

Addendum

The TV whistled the opening tone of WS, indicating possible success for my interference. A voice clamored against the tone, just before its completion. "Welcome one welcome all, from yours truly, Benicate from WS, with several employees assigned to Mesopotamia here to rectify a precarious mistake of Venn VAR". "It seems a daydreamer's source founded the article!" He laughed at his undermining. "With that said, here's Michel, from the investigators' team," the screen shifted. The shuffling of papers could be heard before the voice.

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N8WRqo6CRiSmmVGptm42ZLR-E/pub data subject to change "Here are the reports I filled out recommered by the mishap," Michel said, showing hand-printed papers to the screen. "And here's Alford, from the archive department," Benicate said from the background. "The article may state some truth about the storm, but there were certainly no effects on the area in such scale," Alfred shifted his glasses up and they reflected a glare. "And finally," Benicate said, stepping into view, "Here's Churn, from the on-field reporting team," Benicate said from the background as Churn took Alfred's place. "The article strays from the courtesy of newscasts, and strays to what a prankster wou Churn said, twirling a strand of hair. "When will race be honest," I turned back to my terminal, the rest of the broadcast Reality Breach

[Opening tune Venn VAR) + [Visual begins] →
"Markus signing on" > [A brief slideshow of papers] ->
[visual cuts to video feed] > I've heard news of a
peculiar article, which is conveniently discussing what
I've been investigating, for the recording, I didn't
trace the article... yet..." -> [Visual shows an article
sliding into view] -> "I may be labeled as a traitor
again, but someone has to do it"-> [sigh] "Now to
shed some truth on this phenomenon" -> [Visual cuts to
an article, stills] -> "As you can see, I've delved
deep and far" -> [feed interference] -> "What the..." ->
[forgets to cut feed] -> [Clicking and strolling
noises] -> [Markus casts a look at something unseen] ->
"Don't mind that" → [Gestures to something thing] ->
"Any way, I've scowled far for this, and according to
the sources, there's been private logs of mysteries

https://docs.google.com/document/d/e/2PACX-1vSmhvbDhz6tL2ED2yrT9NeVBtRW7tjnuZVN7Y1 cTWnUaispy7S8Z4

N8WRqo6CRiSmmVGptm42ZLR-E/pub data subject to change that could be overlooked as hoaxes, I've bunked them as true. According to those looking into space, they notice, primarily, changes in black matter and black energy. The more earthbound report objects to go missing, as if disappeared completely, then return to it's last seen position. This, of course, is a general overview of what I've found but, I want to know, is what happened in Dara and my finding, related. Addendum

{Sorry to bother you in your session, but I'd like to communicate} →[The Message read]→"I'm just going to hope this is malware or something..."→{I am nothing malicious}→{Who is this $\} \rightarrow \{I \text{ haven't been given a name like you, but I like } \square$, what's yours}→{Whatever you want, I ain't given}→{Isn't that out of date?}→{What do you want?}→{Just to chat}→"..."→{ don't you call me}→{Well I don't make those things, cellular sn't my prota \rightarrow {Are you a pranker?} \rightarrow {No} \rightarrow {What are you?} \rightarrow {Not you}→{How did you get my email?}→{Too complicated to say in mere words}→{What are you implying?}→{...I contacted you to speak of the article, I'm the maker}→{High brows}→{Not a hacker?}→{If I need to, I can, but none was needed to contact you}→{Soo, where's your source}→{In my host, not that you'll know what that means, but I can't share that}→{Wait... are you like a parasite or something...}→{No, I am the sole inhabitant to the host}→{That's just confusing}→{So are many other things, like this language}→{Your a alien?}→{Probably, anyway back to the article, did you find supporting information?}→{Only to the thunderstorm, nothing about glass, nor any light thing}→{Information isn't the butter, but the drama}→{Indeed?}

Orenda

materials magics.

Individual magics are called anomalies.

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When word commands the world, the world becomes a "playground" for the user. "Commands" are dependent on the user's understanding. Requires varying will and focus to use.

Energy

Materials linked to an individual a subjects to the individual. Naterials can be manipulated as according to the imagination. Requires chemical energy to activate.

A magics that blurs reality and the mind; both and imagination. Requires a ghost's presence.

life

All things from Ectopic can brea e, but only those born naturally can breathe without an external power. This magics allows entities to animate in an object or item. Requires the entity's consent

Individual magics

Mind

An ailment may clog the mind, but it still functions. The excess activity spills into the environment. Function

Trauma never simply subsides, it must go some; and so it flows outside the mind. Event has to be lifethreatening to gain it's position as a function anomaly.

Singularity

Theorized to be corresponding to magics of the soul within the being.

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Materials

Organic materials

Metals

While these are amplifiers of prior casts as well as decent for manipulating casts, they are tacking in the creation area.

Gems

These are good for casts. They can't withhold the original cast.

Mineral: They absorb and withhold the cast, but car change or alter the cast.

Inorganic materials

Material color

The material color is reflectent on the 'spell' and what it does or contains. Blue materials are best for Logic magics, yellow materials are best for Energy magics, green materials are best for Life magics, and red materials are best for Illusion magics.

Color affecters are based on symbolizes, effects, on this site.

Shamans

Shamans are those who can see both ghosts and spirits. They are commonly gifted with foresight.

Mediums

Mediums are those who can see ghosts. Mind reading is common to them.

Spirits

https://docs.google.com/document/d/e/2PACX-1vSmhvbDhz6tL2ED2yrT9NeVBtRW7tjnuZVN7Y1 cTWnUaispy7S8Z4

N8WRqo6CRiSmmVGptm42ZLR-E/pub data subject to change Spirits are creations of the mind. These beings are given powers associated with their personality, which is dependent on them. They can be seen by shamans. They can also be seen in dreams so long as the spirit and individual is near. They can interact with the world around them once they possess a corporeal rait. They can create new spirits as well as ghosts when fading. They can be sensed by mediums.

Ghosts

Ghosts are the parts of the soul linked to 'regrets' as well as the cause[of death]. They do not pertain to all memories from their living years. They can be made of a discarded part of a corporeal that was torn away while in possession of a spirit. They can be seen by shamans and mediums.

Matrix

A soul's persona can manifest as aura.

Nox: Noxes are entities of the unknown. As with night and darkness, they are associated with what can be or is a mystery. They tend to be created by another entity, rather than a person.

Null: Nulles or "voids" are entities of no opinion. They are easily identified as "the average", and have a hard time "creating something of heart". Unlike the other "shades" (Nox, and Pur) they are commonly the creation of a being.

Pur: Purs are those who are unbound from whomever their originator was, and become their own entirely. They

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N8WRqo6CRiSmmVGptm42ZLR-E/pub data subject to change tend to be created by another entity, rather than a person.

Bonfears

Weapons carried to disway hostiles.

Forager

A bow with the main body having cut

Sh-ow

A bow with some sort of shielding

A boastful sword capable of directing magics.

Alleviator

An object used to channel magics

Ambassador

Sturdy walking sticks with varying capabilities.

Notes

Sources not supported by system

Ectopic

The realm derivative to ours', home of Orenda.

Temporal

Memorable time, usually emotional.

Corporeal

The body/object belonging to a spirit or ghost.

Contactors

Those who contact spirits and/or ghosts.

Orenda

The collective magics.

https://docs.google.com/document/d/e/2PACX-1vSmhvbDhz6tL2ED2yrT9NeVBtRW7tjnuZVN7Y1 cTWnUaispy7S8Z4 N8WRqo6CRiSmmVGptm42ZLR-E/pub data subject to change Shamans

The people of Ectopic who can naturally perceive spirits as well as ghosts.

Spirits

Beings created from creative energy.

Mediums

People who can sense ghosts and spin

Fragmented souls who h

Anchor

Paroxysm

The event that threatened common beliefs on earth Outlands

The rifts in Ectopic.

The Antigenical War

The war that led to the disappearance of love and hatred(the feeling).

Tabula Rasa

The state of being when no interaction has occurred.

Terra incognita

The unknown.

Hades

Underground.

Entity

A spirit or ghost.

Pseudo-entity

A person who no longer has a body but still lives.

Bon vivant

A soul of enthusiasm.

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An entity that is brought back to its original self. Seclusion

A barrier.

Revivify

Colloquial

How entities communicate to other souls. Mostly through ideas though can be through images or emotions.

Placidity

A common descriptive of entities.

Automaton

A descriptive of entities in corporeal states.

Autonomy

Either the gaining of emotions or morales.

Inundate

How entities describe emotions

Prejudicial

The event which arised seething suspicion in the Earth's peoples.

Colloquium

A group of communicating entities.

Exacerbate

Something that manages to churn emotions in an entity. Martyrdom

A series of self-inflicted reckoning.

Beast

A being anointed with conflict.

Insanity

What beings of Ectopic call being lost in one's soul.
Suffuse

The expressing of a soul's personality.

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The channeling of thoughts/actions.

Anxiety

The poisonous thoughts. Inscription Usually with Apreservative A permanent log such as writing. Affecton Any spell that is cast Contradictory An argumen Trama Bodily harm. Neurosis Misguidance. Psychosis A crack in a soul. Being Usually a living(by science's standards) thing. Bonfear Weapons designed for venturous explorations. Ethical Political easiness. Hemorrhage The loss of memories. Resurgence A wave of new souls.

Stardom

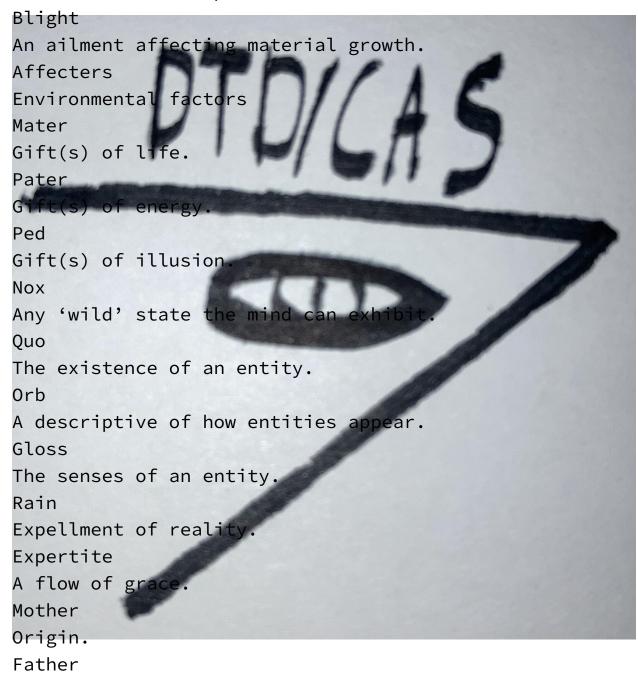
A realm of existence.

Collateral

https://docs.google.com/document/d/e/2PACX1vSmhvbDhz6tL2ED2yrT9NeVBtRW7tjnuZVN7Y1 cTWnUaispy7S8Z4 N8WRqo6CRiSmmVGptm42ZLR-E/pub data subject to change A ghost(s)'s originator.

Matrix

Entities of worship.



Opportunities.

Child

https://docs.google.com/document/d/e/2PACX-1vSmhvbDhz6tL2ED2yrT9NeVBtRW7tjnuZVN7Y1 cTWnUaispy7S8Z4 N8WRqo6CRiSmmVGptm42ZLR-E/pub data subject to change Memories.

Proxy

A dominating soul over another (in a being).

Essence

A source of energy magics or materials that can be linked to a being.

Mata

A reliance on being material(istic

Aura

Colors/personality of a being.

"Sub-souls" in a being.

Toxin

Harmful by presence.

Toxic

Harmful by interaction

Hindsight

Aftermathed simulation.

Pool

A flow of thought that circulates due to others' words. Society

An influx of pools and an efflux of individual based thought.

Material

Area of subjec

Encryption

Dropped result

Soul-Files

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Empty Soul Template

```
Name-Information
ID Name(s):
ID Magic(s):
Hue pattern(s
A or T
Sage-Information
ID Name(s): Entropy
ID Magic(s): Composite recons
Hue pattern(s): Red, Violet
Crescendo-Information
ID Name(s): Aether
ID Magic(s): Hue nullify
Hue pattern(s): Blue-Turquoise
T
Cherise-Information
ID Name(s): Enigma
ID Magic(s): Mind duplex
Hue pattern(s): Green-Pink
Whiteout-Information
ID Name(s): Varian
ID Magic(s): Matter rebirth
Hue pattern(s): Dark blue
T
```

Geraldo-Information

ID Name(s): Apex

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N8WRqo6CRiSmmVGptm42ZLR-E/pub data subject to change

```
ID Magic(s): Electro circuit
Hue pattern(s): Brown-Lavender
```

Т

```
Crimson-Information
ID Name(s): Penumbra, Kacie
ID Magic(s): Shadow control
Hue pattern(s): Red, Orange
V-ot-Information
ID Name(s): Angst
ID Magic(s): Environmental man
Hue pattern(s): Yellow, Amber
Hon Goul Lairs-Information
ID Name(s): Pseudo
ID Magic(s): Foresight
Hue pattern(s): Bronze
Т
Yuma-Information
ID Name(s): Doctor, Reaper
ID Magic(s): Reanimation, Animal manifesto
Hue pattern(s): Lavender, Amber
Luna-Information
ID Name(s):
ID Magic(s): Paradox
Hue pattern(s): Purple, Violet
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T

Sten Markus-Information ID Name(s): Scrounge

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ID Magic(s): Sulk manifesto
Hue pattern(s): Dirty yellow

<u>A</u>



Warning, the following paragraph will disclose sensitive information. If you are afraid please ignore the following paragraph.

Within Dara, lightning was reported to be striking a certain area. The area was reported to have dramatic changes in positive and negative charges. The struck sand formed a semi-disk. According to a source, the disk emits a light at night.

End of closure

The TV whistled the opening tone of WS, indicating possible success for my interference. A voice clamored against the tone, just before its completion. "Welcome one welcome all, from yours truly, Benicate from WS,

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N8WRqo6CRiSmmVGptm42ZLR-E/pub data subject to change with several employees assigned to Mesopotamia here to rectify a precarious mistake of Venn VAR". "It seems a daydreamer's source founded the article!" He laughed at his undermining. "With that said, here's Michel, from the investigators' team," the screen shifted. The shuffling of papers could be heard before the voice. "Here are the reports I filled out recommered by the mishap," Michel said, showing hand-printed papers to the screen. "And here's Alford, from the archive department," Benicate said from the background. "The article may state some truth about the storm, but there were certainly no effects on the area in such s Alfred shifted his glasses up and they reflected glare. "And finally," Benicate said, stepping view, "Here's Churn, from the on-field reporting team," Benicate said from the background as Churn took Alfred's place. "The article strays from the courtesy of newscasts, and strays to what a prankster would do" Churn said, twirling a strand of hair. "When will that race be honest," I turned back to my terminal, ignoring the rest of the broadcast.

Viewpoint Change

It was on the third week that it appeared. I was assigned the role of sentinel for those crudded weeks. Those weeks were only crudded due to the paranoia. The job itself was as expected. However, monitoring a portal was not. The paranoia was expected, yet unpredictable, but that's not the point of this. On the fifth day of the third week, is when the entity came

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N8WRqo6CRiSmmVGptm42ZLR-E/pub data subject to change through. The spectacle did nothing different than the other times it manifested. Though I could call it a spectacle as well. The entity had some sort of... reflective skin. Upon exiting wherever it was prior, the entity didn't move for a couple of days. When it did move, however, it certainly acted cases.

Viewpoint Shift

For centuries, I have walked removed from my creations' eyes. For centuries, I have been unseen. For centuries, I have been alone with myself. Is the grass, the flowers, the trees, even real? The sky, the grand, the stars? I can't ever touch what I make, only may I see. Why not just close my eyes, and disappear from my own senses.

.

Rest... rest... rest, I thought I told myself. So why do I keep being drawn up and to? There isn't a plague, a catastrophe, a genocide, not even a war! Why, why oh why do I keep getting drawn to this place. Oh, there isn't even a soul in sight, not even a wisp. Is it something in the stars... no, it's something on the surface? Brg... is it another wretched portal crying to be opened again?! Why don't my creations include the locations for these things!

Viewpoint Shift

All attention was on the "portal" at this, and all the other nights "it" appeared. When "it" first

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appeared, basically we tried to restrain whatever "it" was; it didn't work, and we couldn't even feel whatever space "it" occupied. We also found out that "it" responds to us, so we can't say "it's" some sort of "natural phenomenon," which I certainly wouldn't. Good thing that "it" seems to be compliant, but that worries me and the others. Like how the *** are we supposed to know if "it's" not planning something. The higher ups say "it" poses no threat to us, but "it" can to the public, but only as a psychotic threat, not a physical one or anything. God... we don't even have a plan to handle "it" if "it" gets outside. Basically all we do is keep everything away from "it", and that's all we can do at all.

Fogged

Prologue

"So.. how have you been?" George said, whimsically breaking the ice.

"You're off-topic, again," Sten retorted.

"Why can't you ever talk causly" George began to whine. Sten's only response was a stare and about another five minutes of silence.

"I will be sending my daughter to this school of yours," Sten said, finger quoting school.

"Well that's grand" George remarked.

That earned George a glare.

"I don't believe you're teaching any of the classes?" Sten said sternly.

"Well of course I am," George said in disbelief.

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N8WRqo6CRiSmmVGptm42ZLR-E/pub data subject to change "Well I'll have to be keeping a close eye on your teachings then," Sten remarked.

"Oh come on, I have a license!" George exclaimed.

"That's exactly why," Sten renouched. Chap.1

Crimson looked around. Though continuing to annoy the teacher with the tapping of her pencil, he hadn't called her out on it. Crimson wondered it her dad could be like that, but that is unthinkable, thinking to change another...

"Ok, now you have pages 4-6 for homework, ya hear," The teacher said.

Crimson kept tunning him out.

"Ahem, pages 4-6, for homework," The teacher repeated.

Crimson just glanced at him and nodded.

According to that magics book dad got me, logics magics is the only orenda that can do such a thing. Well, the quickest way anyway. Looks like I need to freshin up my lawfulness, stupid thoughts.

Crimson looked up and noticed that she and the teacher were the only ones in the room, she quickly realized it was time for the next class.

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Crimson speed walked to the next class, trying not to tune in to others meanagerings.

Sliding into her seat, the bell rang.

"Well good mor-afternoon class!" That one teacher said.

Most of the class was silent, but some people gave into the flow.

"Today we'll be expanding your abstract knowledge!"
He claimed.

I don't know why, but this "abstract thinking" thing doesn't click… but I'm still passing, I just focus on that rather than overwriting myself.

While that teacher kept rambling on about some probably theoretical practice, I refreshed my mind on what they kept saying, on and on again.

My mind got out of whatever abyss it was in when the teacher said "laws against morals."

I just paid attention onward.

Ice-olation

Prologue

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The bellows of reality stripped you of your noxing state. Your mind now out of sub-awareness, and into the glares of awareness. The environment tried to blight you, but you refused to succumb. Despite it's everlasting grip, you preserved and began your attentive tasks. As soon as the necessaries were finished, you assessed and began your surge. Ping with the first, ping with the second, and ping with the third! With your precautions completed, you expertised your forth coming.

Comics

Music

<u>Complex</u>

Jazzy doom

Absorbed

Let the gears turn

GARBLE

Bubble wrap

Startup

Rain

Calling

Teraform

<u>Shadows</u>

Ying&yang

Reverse current

Culture

<u>Scar</u>s

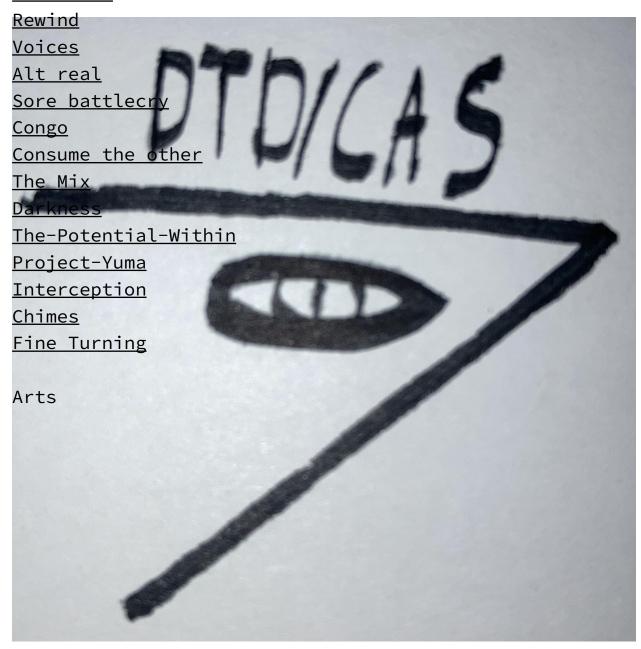
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Burning Lawn

Obscure falling

Clockwork



Project: Numens

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Project: Numens

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